

Expanded trick notation

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As pen spinning continues to grow, so must the notation that is used to describe it. The last major change to how we look at and think about pen spinning tricks was the [Interrupted Trick Notation](#), designed to better describe partial tricks and how they interact with other partial and full tricks. Continuing with this process is another idea brought to the Research Department's attention by Fratley of [UPSB](#) and [FPSB](#).

The idea is to describe tricks where the push comes from fingers not normally involved in the push of a trick. Frat started with [Halftaps and Fulltaps](#). Rather than using the finger directly above the two supporting fingers to push, Frat moves the job of the pushing finger to other parts of the hand. This greatly increases the possibilities of how to perform tricks and possibly add additional help to others. This concept can most easily be applied to all topspin tricks (Shadow, Baktap, etc...) while Zombo brought the idea of Backarounds using additional fingers part-way through the trick to give additional help. The question is how to go about describing such actions. Luckily, the [RD](#) already has a notation in place that can be used to further describe these kinds of actions. Using part of the [hybrid notation](#), we can describe these extra pushes even in complete tricks, rather than sticking to the partial tricks that the notation was created for.

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Notation

[p x] = The [p] stands for "push" and is placed after the trick name. This signifies the push portion of the trick. The x can be replaced by the finger(s) used to push the pen if different than its normal pushing finger(s).

Example

Halftap T2-T2 with a push by the ring finger.

Formal notation

- Halftap T2-T2[p 3][s 0.5][c]

Informal notation

- Halftap 0.5 T2-T2[p 3]

In the above examples, the starting and ending positions are stated the same way as with the hybrid notation. The push section of the trick shows the additional finger used (in this case, the ring finger) for the push of the trick. The shorthand, informal, notation brings only the push section of the original hybrid notation to accurately describe how the push differs from the usual performance.

Videos

Video breakdowns

1. [Halftap](#) T1-T1[p 2]
2. [Halftap](#) T1-T1[p 2] (slow motion)
3. [Halftap](#) T2-T2[p 3]
4. [Halftap](#) T2-T2[p 3] (slow motion)
5. [Halftap](#) T3-T3[p 4]
6. [Thumbaround](#) > [Halftap](#) T3-T3[p 4] (slow motion)
7. [Halftap](#) T3-T3[p 4] (slow motion)
8. [Halftap](#) Reverse T2-T2[p 3]
9. [Halftap](#) Reverse T2-T2[p 3] (slow motion)
10. [Thumbaround](#) > [Halftap](#) Reverse T2-T2[p 3] > Fingerless [Indexaround](#) Reverse > [Pass](#) 12-23 > Fingerless [Middlearound](#) Reverse > [Pass](#) 23-34 > Fingerless [Ringaround](#) Reverse > Fingerless [Pinkyaround](#) Reverse
11. [Thumbaround](#) > Halftap Reverse T2-T2[p 3] (slow motion)
12. [Thumbaround](#) > Halftap T2-T2[p 3] > Fingerless [Thumbaround](#) > Fingerless [Thumbaround](#) Reverse > [Thumbaround](#) T3-T3 > [Fulltap](#) T3-T2[p 4] > [Charge](#) T2 > [Middlearound](#) Reverse 0.5 T2-23 ~> [Sonic Clip](#) Reverse 23-34 > [Sonic Clip](#) 34-23 ~ [Middlearound](#) Reverse 24-23 > [Charge](#) 0.5 23 ~> [Pass](#) 23-12 > [NeoSonic](#) 12-T1 > [Charge](#) Reverse T1 > Fingerless [Thumbaround](#) Reverse > [Pass](#) T1-12 > [Neobackaround](#) 1.0 12-12 ~ Fingerless [Middlearound](#) Reverse 1.5 12-12 > Fingerless [Middlearound](#) Reverse 1.5 12-12 > Fingerless [Middlearound](#) Reverse 12-12 > [Charge](#) Reverse 12 > [Pass](#) 12-23 > [Charge](#) 23 > [Pass](#) Reverse 23-12 > [Pass](#) 12-T1 > [Thumbspin](#) 1.5 > [Charge](#) T1 > [Indexaround](#) 0.5 T1-12 > [Charge](#) Reverse 0.5 ~> [Pass](#) 12-23 > [Middlearound](#) 23-23 > [Middlearound](#) Reverse 23-T1 > [Charge](#) Reverse T1 > Fingerless [Thumbaround](#) Reverse > [Pass](#) T1-12 > [Neobackaround](#) 1.0 12-23 > Fingerless [Middlearound](#) Reverse 12-12 ~ Fingerless [Middlearound](#) Reverse 0.5 12-23 > Fingerless [Ringaround](#) Reverse 23-23 ~ Fingerless [Ringaround](#) Reverse 23-34 > Fingerless [Pinkyaround](#) Reverse 34-34

Related articles

- [Interrupted Trick Notation](#)

Retrieved from "http://www.upsb.info/wiki/index.php/Expanded_trick_notation"

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UPSB v3

Research Department Feedback / Expanded Trick Notation article released

1. [sketching](#)

Date: Thu, Feb 21 2008 18:20:19

The Research Department has just released an addition to the [Interrupted Trick Notation](#) article on the wiki. You can view the article in the wiki: [Expanded Trick Notation](#). The article raises the issue of tricks performed with alternative pushes and how to notate such pushes. A video by Fratleym gives you a visual reference to the article text.

Please give any comments on the article in this thread.

2. [Fratleymãf;FS](#)

Date: Fri, Feb 22 2008 10:00:20

Really good article

I think it's really give a good explanation about this little concept

And I really think the new way to describe combo find all his use now^^

Hurray for the one who were brave enough to breakdown the full combo at the end o_O

(if I want to be a pice of shit, it's not Halftap T3-T2[p 4] in this combo it's a full tap^^)

3. [sketching](#)

Date: Fri, Feb 22 2008 10:25:13

I knew I'd make atleast one mistake in that combo. Change to Fulltap.

4. [Fratleymãf;FS](#)

Date: Fri, Feb 22 2008 13:22:08

ahah so you're the one Skechting^^

5. [Thewave](#)

Date: Sat, Feb 23 2008 18:32:01

Don't know if its just me but the video's in the Interrupted Trick Notation aren't working for me.

Other than that I thought it was realy nice.

And just 1 suggestion- maybe also add TA with different fingers pushing it to better show the idea